Game Manual

Monster Kingdom™
Jewel Summoner™
TEEN
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CONTENT RATED BY
ESRB

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

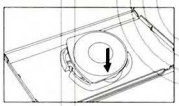
Health precautions

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PSP® system, may trigger an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play. When operating the unit, play in a well-lit room and keep a safe distance from the screen. Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. Do not use the system when you are tired or short of sleep. When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms: Lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Use and handling precautions

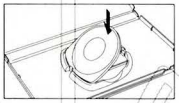
• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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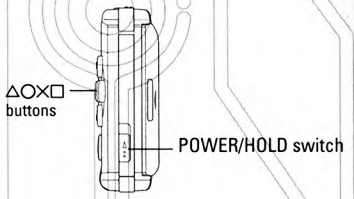
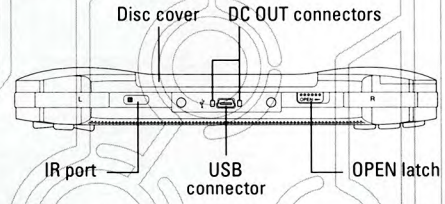
GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Monster Kingdom Jewel Summoner™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

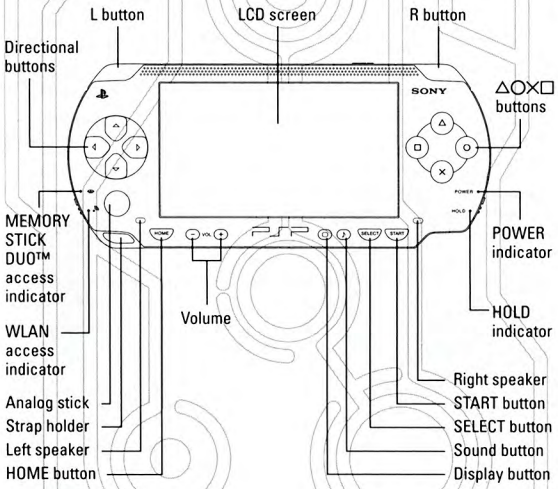
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



A young man seeking revenge for his slain mother finds that even heavier matters may rest on his shoulders...

There was a time, long ago, when man and monster lived in harmony. They say those were peaceful days, full of wonder; only the legends remain.

The Great Disaster put an end to that time. The world changed radically, with all the world's monsters disappearing in an instant, leaving behind only jewels that radiated tremendous energy.

Those who survived the Great Disaster used these jewels to cling to life. The energy they extracted came to be known as jewel power.

Now the peace achieved through jewel power has been endangered by a new threat. Abominations appeared, and sent legions of monsters born from jewels after the people. The terrorized citizens were powerless against their might.

To combat them, an organization called the Order was established to study jewels, in hopes of finding a weapon that could be used against the Abominations. This research led to the elite class of warriors called Jewel Summoners, the ones with the power to summon monsters from jewels and bring them into combat.

2 STARTING THE GAME

In order to save your game, you will need to insert either a Memory Stick Duo™ or a Memory Stick PRO Duo™ into the PSP® system before turning the POWER/HOLD switch on.

When you play the game for the very first time, select "New Game" on the opening screen and follow the instructions to

NEW GAME

create a save file. After the introductory movie, the game will begin.

*After completing the game once, the Monster Compendium data will be saved to the Memory Stick Duo™. Before beginning another game, make sure that the Memory Stick Duo™ is inserted into the PSP® system.

CONTINUE

You can resume the game from files saved to the Memory Stick Duo™. To do this, select "Continue."

NETWORK

This mode allows you to exchange jewels and battle against other players.

TRADING JEWELS Please see P23

Exchange jewels with other players.

VS. BATTLE Please see P23

Test your skills against other players in head-to-head battles. Compete against your friends using ad hoc mode to see who the best summoner is.

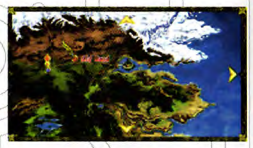
SET UP Please see P23

Here you can set Vs. Battle options. Choose either "Auto" for automated actions in battle, or "Manual" to select your own actions. You can also create various jewel sets for use in versus battles.

3 MAP SCREENS

There are four types of maps in the game. The following are descriptions of each type and the corresponding actions that will be available.

WORLD MAP



From here, you can select various destinations to travel to. Blue spots represent towns, while red ones indicate dungeons where monsters will appear.

At first, you'll be restricted to certain areas, but as you progress through the game and accept more requests, additional destinations will become available to you.

TOWN

This type of map will be displayed when you enter a town or city from the World Map. Towns feature homes, saloons, and shops where you can gather items and information necessary for your adventure.

SALOON

A gathering place for all manner of folk. Here, you can gather information from the bartender and his patrons.

ITEM SHOP

Accessories and items used to recover HP or cure status ailments can be bought and sold here.

DUNGEON

While exploring dungeons, you'll be attacked by various monsters, and you may also stumble upon other obstacles. These can usually be overcome with a Field Ability (P12).

THE ORDER

Select "the Order" from the World Map to go there. Returning there from time to time will further the story. In addition, you can access special facilities, such as the Monolith, the Amalgamy Lab, and the Study Room.

THE ACADEMY

People from all over the world visit the Academy to make requests of the Order's summoners. You can also get information there.

LOUNGE

Here, you can talk to Academy members and exchange information. You'll receive instructions on requests as well.

STUDY ROOM

If you need to be tutored on the game system, battle system, or amalgamy, come to the study room. They'll clear up any misunderstandings you have.

AMALGAMY LAB

This is the center for jewel amalgamy research. Here, characters can gain new skills and improve their monsters' abilities. Both fusion and reinforcement can be performed at the Amalgamy Lab (P19).

MONOLITH

Once you reach a certain point in the game, you'll be able to use the Jewel Bank and Monster Compendium, both of which are located here (P17).

JEWEL BANK

You can store up to 160 jewels here. You can also rename them, change which ones you are carrying, or recycle them to get Amalgamy Points (AP).

EQUIP

Decide which jewels your party members will carry, and which ones you'll leave in storage.

RENAME

Rename a jewel or restore its default name.

RECYCLE

If you want to get rid of unneeded jewels, you can recycle them for Amalgamy Points. Once you do, though, they will disappear.

MONSTER COMPENDIUM

Any monster you defeat will be registered in the Monster Compendium, where you can view it at your leisure. If you obtain a monster trapped within a jewel, its profile will also be displayed here.

4 MAIN MENU

This menu can be opened from the World Map, in a dungeon, or in a town. Here, you can view your status or change which jewels you have equipped. Always make sure you're prepared for your next battle.

JEWEL

View your party members' and monsters' status and abilities, or change which jewels your party members have equipped. Other information such as Summoner Rank, current location, money on hand, and AP can also be viewed here.

ABILITY

Displays the abilities of the currently equipped jewel. You can use its healing abilities here, even outside of battle.

STATUS

Displays the status of the currently equipped jewel.

REARRANGE

Choose which jewels from your inventory your party members will use. Each character can hold up to three jewels.

ITEM

Here, you can use an item or change which accessories your party members have equipped. Each character can equip up to two accessories.

ITEM	EFFECT
Biscuit	Restores a little LP to 1 ally.
Angel Feather	Can revive a fallen ally and restore 25% of MAX LP.
Antidote	Can cure 1 ally of Poison or Venom.
Blessed Herb	Cures 1 ally of Paralysis, Curse, Slow, Heavy, Stone, or Silence.
Quartz (amalgamy item)	Used in amalgamy. There are 8 varieties. Each one has a different effect.
Prism (capture item)	Used to capture a monster. To succeed, you must use a prism with the same element as your target.

ACCESSORY	EFFECT
Bronze Belt	Increases MAX LP by 10%
Bronze Bracelet	Increases MAX JP by 5%
Snake Amulet	Protects against Poison/Venom
Ring of Vigilance	Protects against Sleep/Coma/Charm/ Confuse/Immobile
Angel Tiara	Protects against Paralysis/Snare/ Stone/Silence
Apollo Cape	Protects against Freeze/Burn/Shock

AMALGAMY (Communication Jewel)

At a certain point in the game, you'll receive the Communication Jewel. By using the Communication Jewel, you can communicate with the Amalgamy Lab at any time to request jewel fusions or jewel reinforcement.

SYSTEM

On this screen, you can save your game, return to the Title Screen, or turn character voices ON or OFF.

SAVE

This command allows you to save your game. It can only be accessed from the World Map or in a city or town.

Save Points
You can also save at certain places in dungeons. If you touch a save point, all your party members and monsters will be fully healed, and any status ailments they have will be cured. You can also return to the World Map from a save point.

QUIT

This command will enable you to return to the Title Screen, however all of your progress since your last save will be lost.

SETTING

You can choose to turn character voices ON or OFF during event scenes.

5 FIELD ABILITIES

Field abilities

Special abilities that can be used in dungeons are called Field Abilities. Use them in certain situations to reveal secrets and overcome obstacles.

NEW FIELD ABILITIES

You can obtain new abilities in certain events or by completing requests. These abilities may help you to reach previously inaccessible areas and discover hidden treasures.

DETECT

This ability can be used to find out how many treasures remain on the floor you are currently on. Use it often to make sure you don't miss anything.

HOVER

At certain places in dungeons, your characters can use this ability to traverse gaps. By doing so, you may be able to reach new areas and out-of-the-way treasures.

REVEAL

This ability can be used to reveal/conceal blocks and panels in your path, enabling you to pass.

DECODE

Certain dungeons have a number of mysterious slates. By using Decode, you'll be able to decipher the ancient writing on them. You never know what you might learn...

These aren't the only Field Abilities in the game. Keep playing to gain them all!

6 EVENTS

Events

Drama lies at every turn in the world of Jewel Summoner. Through various events in the game, you'll piece together the truth your summoners seek.

SUB-EVENT DIALOGUE

These scenes occur when you talk to residents of towns in saloons or other public places. You can access them from the town map: use the directional buttons or the L/R buttons to select a person to talk to, and then press the × button to confirm.

MAIN EVENT DIALOGUE

While you'll initiate many of the conversations in the game, others will occur automatically when you reach certain points. You'll sometimes be asked to make choices during these events. Keep in mind that your decisions are not without consequence.

PARTY MEMBER SELECTION

Early in the game, Vice will be asked to select two teammates from a group of summoner trainees: Grey, Lynn, Elycia, and Bargus. Once formed, the team will remain together throughout the game. Certain events will differ depending on who your teammates are, so choose carefully!

7 BATTLE SYSTEM

Battles with monsters proceed according to a turn-based system that relies heavily on strategy. Here's an explanation of what to expect in battle.

JEWEL

BATTLE SCREEN

Character Attributes
At the bottom of the screen, the icons for both allies and enemies are color-coded by elemental affinities. Use this information and note the turn order to help you determine your strategy.

STATUS

Life Points
A green bar indicates each character's remaining Life Points (LP). Should this bar be depleted, the character will be removed from battle. An unconscious character will be revived after the battle with 1 LP.

Jewel Points
The yellow bar indicates a summoned monster's remaining Jewel Points (JP). If these points get too low, the monster will not be able to use its abilities, and the character's next monster will take its place.

REPLENISHING LP AND JP

You can replenish all party members' and monsters' LP and JP by leaving a dungeon or touching a save point. JP will also gradually refill as you proceed through a dungeon.

COMMAND WINDOW

This window lists the commands you can select during battle. Use the left and right directional buttons to switchbetween command menus.

TURN ORDER

Enemy and ally icons are listed from left to right in the order in which the corresponding characters will act. Various factors in battle will have an effect on the turn order.

OTHER USEFUL COMMANDS

Press the △ button to display each character's status during the player's turn. Press the □ button to review abilities, item effects, etc.

BATTLE COMMANDS

There are four basic commands you can select during a battle. Take both your party's and your enemy's strengths and weaknesses into account before making a decision.

ABILITY

Select this command to use one of the monster's abilities. There are three types: attack, healing, and assist. All abilities require JP to use. If a monster runs out of JP, then it will be replaced by the character's next available monster.

ITEM

Select this command to use an item. Items can be used to heal or deal damage, as well as capture enemies. Enemies you defeat in battle will sometimes leave items behind.

SUMMON

Use this command to summon a different monster. Be careful, however, as the newly summoned monster won't be able to act until the next turn.

COMMON

A catch-all menu that includes the "Guard" command to reduce damage sustained, as well as the "Escape" command to try and run from battle.

THE ELEMENTAL CIRCLE

The fundamental principle of Jewel Summoner's world is expressed in the eight attributes of the Elemental Circle. Divided into two opposing groups, they counterbalance one another in an eternal cycle. The six elements of fire, ice, wind, earth, thunder, and water, in addition to the two overarching elements of light and darkness, make up a total of eight attributes. The Elemental Circle plays a role in both battle and amalgamy. Understanding the elements' connections to one another is the key to victory.

Light > Darkness	Light penetrates darkness	Ice > Wind	Ice deflects wind
Darkness > Light	Darkness engulfs light	Wind > Earth	Wind erodes earth
Water > Fire	Water extinguishes fire	Earth > Thunder	Earth absorbs thunder
Fire > Ice	Fire melts ice	Thunder > Water	Thunder boils water

AFFINITIES' EFFECT ON TURN ORDER

Regression
If a character or enemy gets hit with an elemental attack it is weak against, its next turn will be delayed. By strategically attacking enemies, you may be able to win without sustaining any damage.

Intrusion
Usually, a character that has just acted will be moved to the end of the queue. However, by exploiting an enemy's weakness, the character may get the chance to act again before the target's next turn.

Rage
If a monster is the victim of intrusion and regression too often, it may become enraged. In this state, it is unaffected by regression. Be mindful of this when planning your attack.

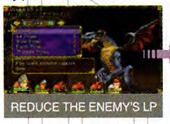
STATUS AILMENTS

When your monsters are hit in battle, they will sometimes suffer status ailments, especially if they sustain heavy damage or have their turns delayed. In this case, you should heal them as quickly as possible.

	Paralysis	You won't be able to give any commands to the monster until it wears off.
	Burn	The monster will lose 10% of its LP every time it acts.
	Heavy	The monster will only move ahead in the queue every other turn.
	Silence	The monster will not be able to use its abilities.
	Summon Lock	The party member will not be able to summon a different monster.

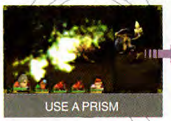
OBTAINING JEWELS

With the right prism, you can capture enemy monsters by turning them into jewels. It is advantageous to collect different types of monsters with various elemental affinities.



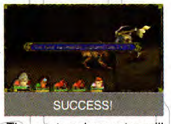
REDUCE THE ENEMY'S LP

Chip away at the enemy's LP first so you can capture it more easily.



USE A PRISM

Then, select a prism from the "Item" menu. Choose one with the same elemental affinity as the target.



SUCCESS!

The captured monster will be added to your jewel collection and can be used in the next battle.

STORING JEWELS IN THE JEWEL BANK

If you don't equip a captured jewel, it will be sent to the Jewel Bank at the Monolith. Monsters in the Jewel Bank can't be summoned during battle, but they can be used in amalgamy. You can also gain Amalgamy Points (AP) by recycling them; the amount you receive depends on the monster's level. You can store up to 160 jewels in the bank, but if you run out of room, then captured jewels that are not equipped will be lost.

STRENGTHENING MONSTERS

When your monsters gain enough experience, they'll become stronger; their stats will increase and they may learn new abilities.

GAINING ABILITIES

When a monster levels up and begins to learn a particular ability, you'll have the option of preventing it from doing so.

SUMMONER RANK

Summoner Rank is a numerical representation of a summoner's skill. Each character's rank will automatically increase at certain points in the game. As their rank increases, their monsters' maximum LP will also increase, enabling you to capture stronger monsters. With a high rank, you'll be able to utilize more Jewel Chambers and Fusion Discs on the Amalgamy Wheel. If you attempt to summon a monster whose level is higher than your rank, it will enter battle with severely reduced JP and immediately revert to a jewel.

Jewels can be strengthened through amalgamy. There are two types of amalgamy: fusion and reinforcement. By using each type, you can customize your jewels.

JEWEL MEISTERS

You can request an amalgamation from either of the two Jewel Meisters at the Order's Amalgamy Lab. They each have their strengths and weaknesses, which can affect the outcome of the procedure.

JERRO

Jerro is the one who first introduced the principles of amalgamy. His experience has made him a little overconfident, though. He can do fusions more quickly, but with a higher chance of failure. He also handles reinforcement of monsters' abilities.

MIKAELA

She comes from a long line of meisters in the Order, but she's relatively inexperienced. Mikaela is very careful with her fusions. Although it takes her longer than Jerro, she succeeds more often. She's in charge of improving monsters' basic stats through reinforcement.

FUSION

By using a Fusion Disc, you can alter a monster's abilities. The new ability produced will vary depending on the properties of the quartz used in the fusion. Under the right conditions, the monster may evolve into a new form.

STEP BY STEP INSTRUCTIONS

1 CHOOSE A MONSTER

Select a monster from the Jewel Bank. You cannot select one that is equipped.

2 SELECT A PIECE OF QUARTZ

Place a piece of quartz into a vacant Jewel Chamber on the Fusion Disc. The number of discs and chambers will increase as you advance in the game. You can fuse up to 9 quartz pieces at once into a jewel.

3 VIEW THE EXPECTED RESULT

After placing the quartz, the expected result will be shown on the right side of the screen. Press the △ button to see the details of each ability listed. In the upper left corner, you'll see the estimated time necessary to complete the procedure.

4 USE ITEMS

Some items can be added to the process to speed it along or add special effects.

5 BEGIN THE AMALGAMATION

Once the amalgamation starts, a special timer will be activated on the top of the screen. This indicates how much longer the amalgamation will take.

6 AMALGAMATION IS COMPLETE

Once the process is complete, talk to the meister in charge to select the ability you want the monster to gain. If all went well, the monster will learn that ability.

REINFORCEMENT

In order to strengthen your jewels/monsters, you can use Amalgamy Points (AP) to raise their stats, increase their EXP, and improve their abilities. Each meister has a particular area of expertise: Jerro is good at improving abilities, while Mikaela specializes in improving stats.

STRENGTHENING ABILITIES (Jerro only)

By using AP, you can improve a monster's abilities. Only Jerro can perform this procedure.

IMPROVING STATS (Mikaela only)

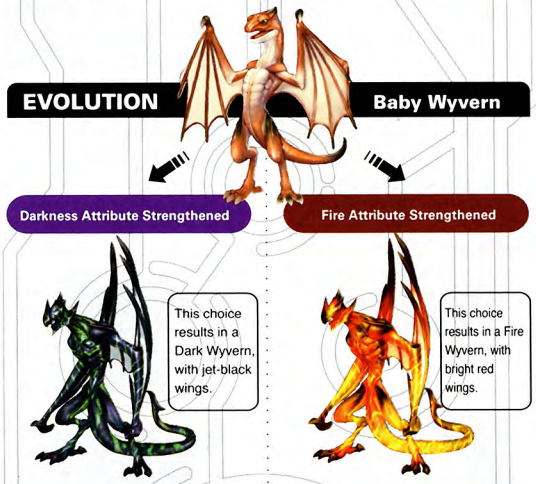
By using AP, you can raise a monster's stats. There are seven different ones, including Attack and Magic. Only Mikaela can perform this procedure.

INCREASING EXPERIENCE VALUE

By using AP, you can increase a monster's EXP, and even cause that monster to go up a level. Either Jerro or Mikaela can handle this procedure.

MONSTER EVOLUTION

Occasionally during amalgamy, evolution will occur, changing a monster's form. Each monster has its own path of evolution, which differs depending on the kind of amalgamy performed upon the jewel.


EVOLUTION
Baby Wyvern
Darkness Attribute Strengthened
Fire Attribute Strengthened
This choice results in a Dark Wyvern, with jet-black wings.
This choice results in a Fire Wyvern, with bright red wings.

THE LINK BETWEEN EVOLUTION AND TIME

Amalgamations occur in real time; the duration of these procedures has been linked to the phenomenon of evolution. If an amalgamation is finished within a certain time frame, a special type of monster could result.

In ad hoc mode, you can trade jewels with other players or battle each other. Once you reach a certain point in the game, you will be able to pit your monsters against theirs. To do so, first make sure that the WLAN switch is on, and then select "Network" from the Title Screen.

TRADING JEWELS

Exchange jewels with other players. Select a player to trade with, and then make an offer.

CONFIRM JEWEL TRADE

Select a jewel you'd like to trade, and the other player will do likewise. If both players think the proposed trade is fair, they can select "Accept Trade" to conclude the transaction.

VS. BATTLE

First, select three monsters to battle against another player's team. Then, select an opponent and extend your challenge.

SET UP

Here, you can select your team and choose between the "Auto" and "Manual" battle settings.

10 CHARACTERS

The young summoners-in-training will solve many problems, sometimes working together, sometimes at odds with one another. The story concerns not just their journey, but the fate of the world.

VICE (Main Character)

Vice's mother was killed by an Abomination when he was a boy, creating in him an insatiable thirst for vengeance. He travels alone, hunting and killing Abominations; he has no formal training as a summoner, but has the power to summon from the jewel his mother left him. Vice dislikes talking about his feelings, and prefers to keep people at a distance. Though Vice is aware of the Order, he considers them useless: he has never sought help from Jewel Summoners, nor has he desired to become one.

SCHATTEN

A monster of darkness, summoned from the jewel Vice's mother left him. Its true nature and abilities are unknown. It comes to the aid of those desperate for combat.

LYNN (Party Member)

Hailing from a southern island, Lynn has rough edges but a warm heart. Her people believe in a prophecy that foretells the world's collapse at the hands of Abominations; her goal in training as a summoner is to prevent that prophecy's fulfillment. Occasionally, Lynn will lapse into a trance and speak her own prophecies.

KAGUTSUCHI

A fiery beast wearing a coat of flames that incinerates anything nearby.

GREY (Party Member)

An Academy trainee who considers Vice a fierce rival. He acts on impulse rather than logic, and often says things without thinking. He's restless, arrogant, self-conscious, and tends to look down on others.

ANEMOS

A being of wind that moves quickly, cutting its enemies with its blade-like body.

ELYCIA (Party Member)

Though she's the youngest trainee at the Academy, Elycia is extremely gifted. However, her awareness of her talent has made her vain and selfish, burdening others with her personal problems. She seems sweet and lighthearted, but the pursuit of rare jewels brings out her ruthless side.

TATSUKKO

An ice monster with no corporeal form; its appearance is a mere magical illusion.

BARGUS (Party Member)

At 24, Bargus is younger than his slightly aged appearance. He's wise beyond his years, and always remains calm, leading Vice to see him as a sort of big brother. His manner is always polite and cheerful, but his gentle manner masks his true self.

NINGNIR

This water monster is a knowledgeable and gentle creature, intertwined with the world's future.

RAZNI

Razni is the head of the Order, and is opposed to the use of jewels as an energy source. This puts him at odds with Eazard, the Head of State, who takes the opposite view. Razni is a great summoner, but also a great enigma.

ANHJ

Anhj instructs all new summoner trainees. Though a strict teacher, her kind and calm manner earns her much respect from her students. She takes a motherly attitude toward her students, and worries constantly about their well-being.

ZYGARD

Everything about this masked man is unknown. It's rumored that he was a legendary summoner, known throughout the continent, but something happened long ago to change all that, and he vanished completely. Now, he reappears to Vice and his team, but to what end?

The monsters of the game are almost as important as the humans. There are over 100 unique monsters you'll encounter during the adventure; the following is a sampling of them, one for each of the 8 elemental attributes.

PHOENIX (Fire attribute)

It's said to have been alive as long as anyone can remember. Some say its blood is the key to immortality, but no one knows for sure.

SAHAGIN (Ice attribute)

A kind of frog which dwells on dry land, unlike its amphibious brethren. It secretes an oil from its pores to keep its skin from drying out.

KING WYVERN (Wind attribute)

With its mighty wings, it rules the skies; even one light flap causes gale-force winds. Any unlucky birds in its path are in for a rough flight.

BEHEMOTH (Earth attribute)

The scales on its arms function as shields. It's a violent, short-tempered beast, and nothing can stop it when it flies into a rage.

GRIFFIN (Thunder attribute)

A hybrid between birds and beasts, it's thought to collect jewels in its nest. No one has ever seen a Griffin's nest, though...

BLUE RAY (Water attribute)

Researchers previously believed it to be a sort of alligator that had evolved arms and wing-like legs, but the current hypothesis is that it's a shark with wings.

UNICORN (Light attribute)

Its sharp horn is meant not for offense, but to defend anything that comes to it for guidance or protection.

PIXY DEVIL (Darkness attribute)

Because it lives in cold, dark places, it's drawn to nearby humans' body heat whenever they approach. Some find this behavior cute.

ABOMINATIONS

These are special monsters, capable of summoning regular monsters from jewels and directing them to attack humans. Their strength is far greater than that of other monsters, so take caution when confronting one.

HINTS & TIPS

If you don't know what to do next, these tips may be helpful. There are also female summoners to help you in the dungeons, so heed their advice as well.

UNDERSTAND THE FUNDAMENTALS OF ELEMENTAL ATTRIBUTES

Everything in the world of Jewel Summoner is based on the concept of the 8 elements. These elemental attributes are divided into opposing groups of Light and Darkness, and counterbalance one another in an eternal cycle. The Light group is composed of fire, thunder, and wind, while water, ice, and earth are in the Darkness group. The elements affect both battles and amalgamy, so a thorough understanding of them is the key to success.

SELECT THE RIGHT JEWEL MEISTER

Jerro works fast, but his amalgamy results can be sloppy and unsatisfactory. However, he excels at the most difficult operations, and is best at dealing with the Darkness attribute. He's also in charge of strengthening monsters' abilities.
Mikaela, on the other hand, is careful and methodical, resulting in a lengthy but usually successful amalgamy process. She has less experience than Jerro, and thus less chance of succeeding with the more difficult amalgamations. She's best at dealing with the Light attribute, and oversees strengthening monsters' basic stats. Depending on the nature of the amalgamation you need, choose the best meister for the job.

COMPLETING THE MONSTER COMPENDIUM

You can't complete the Monster Compendium solely by capturing monsters randomly encountered in dungeons. Some monsters can only be captured with Field Abilities, and some can only be discovered through amalgamy. With all the options available to you, it's best to start by evolving your captured monsters.

RAISE MONSTERS EFFICIENTLY

Monsters gain strength by fighting, but there are other ways to improve them. There are two types of amalgamy: fusion and reinforcement. Monsters can gain new skills through fusion, sometimes learning abilities that run counter to their elemental attributes. Use every means available to you to improve your monsters' abilities.

WIN AT VS. BATTLES

To win in Vs. Battles, it's more important to have a good mix of monsters rather than especially strong ones. Understanding monsters' abilities is the best way to win a Vs. Battle.

MONSTER KINGDOM JEWEL SUMMONER

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MONSTER KINGDOM JEWEL SUMMONER

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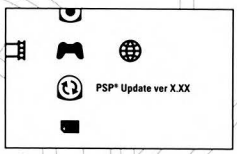
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software
This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update
When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful
After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

Visit **atlus.com** for game tips, contests, newsletter and product information.

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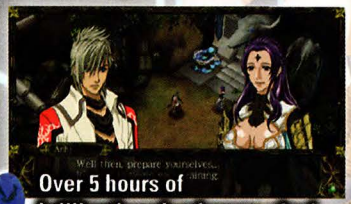
What powers lie within the Jewels?

From the creator of the Shin Megami Tensei series!



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After the Great Disaster and the sudden disappearance of the world's monsters, mankind survived by drawing power from the jewels that were left behind. Now, Vice, a talented hunter, seeks vengeance for his slain mother in a land terrorized by strange Abominations, the source of which is unknown. He must learn the secrets of the jewels and confront members of a corrupt government in order to exact his revenge.

UMD™

1 Players | Memory Stick Duo™ 512 KB

Wi-Fi Compatible (Ad Hoc)(1–2 Players)

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TEEN T Language Mild Fantasy Violence Mild Suggestive Themes

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